Felipe de Carvalho Paschoal

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OBJECTIVE

3D Modeler – Environment and props

EDUCATION

3D Modeling for Animation and Game – Associate Degree
La Salle Renfrew campus, Vancouver, BC, Canada • Dec 2017

Graphic Design – Bachelor's Degree
Pontifícia Universidade Católica, Rio de Janeiro, RJ, Brazil • Jun 2015

EMPLOYMENT EXPERIENCE

3D Modeler for physical and digital products, Graphic Designer and concept developer
Cenoplan, RJ, Brazil • 2013 – 2014

Works done:
– Concept creation for industry scenography
– 3D models for production and printable objects
– Models, renders and video compilation for brands
– Printable publicities (Banners, Business cards and flyers)
– Jewelry shop windows
– Logos creation

KNOWLEDGE

3D MODEL
– Maya
– Zbrush
– Mudbox
– Rhinoceros
– 3Ds Max

GRAPHIC DESIGN
– Adobe Photoshop
– Adobe Illustrator
– Adobe InDesign
– Adobe Premiere
– Composition
– Photography

GAMES
– Engine: Unreal Tournament Editor

ANIMATION
– 2D and 3D

TEXTURING AND RENDERING
– Mari
– Renderman
– Arnold

POST-PRODUCTION
– Nuke
– Adobe After Effects

TECHNICAL BASIC SKILLS
– Rigging
– Script
– HTML

SCHOOL PRODUCTION

Lead 3D Artist and main modeler
Fletcher's Case – VR Experience
Game Production Team

Modeler and texture painter
Castle Guards - VR Game
Helping a Game Designer with final project

Works done for both:
– Concept for assets
– 3D models (high and low poly)
– Normal map creation on Zbrush
– UVs
– Texturing on Mari
– Shaders created on Unreal Engine